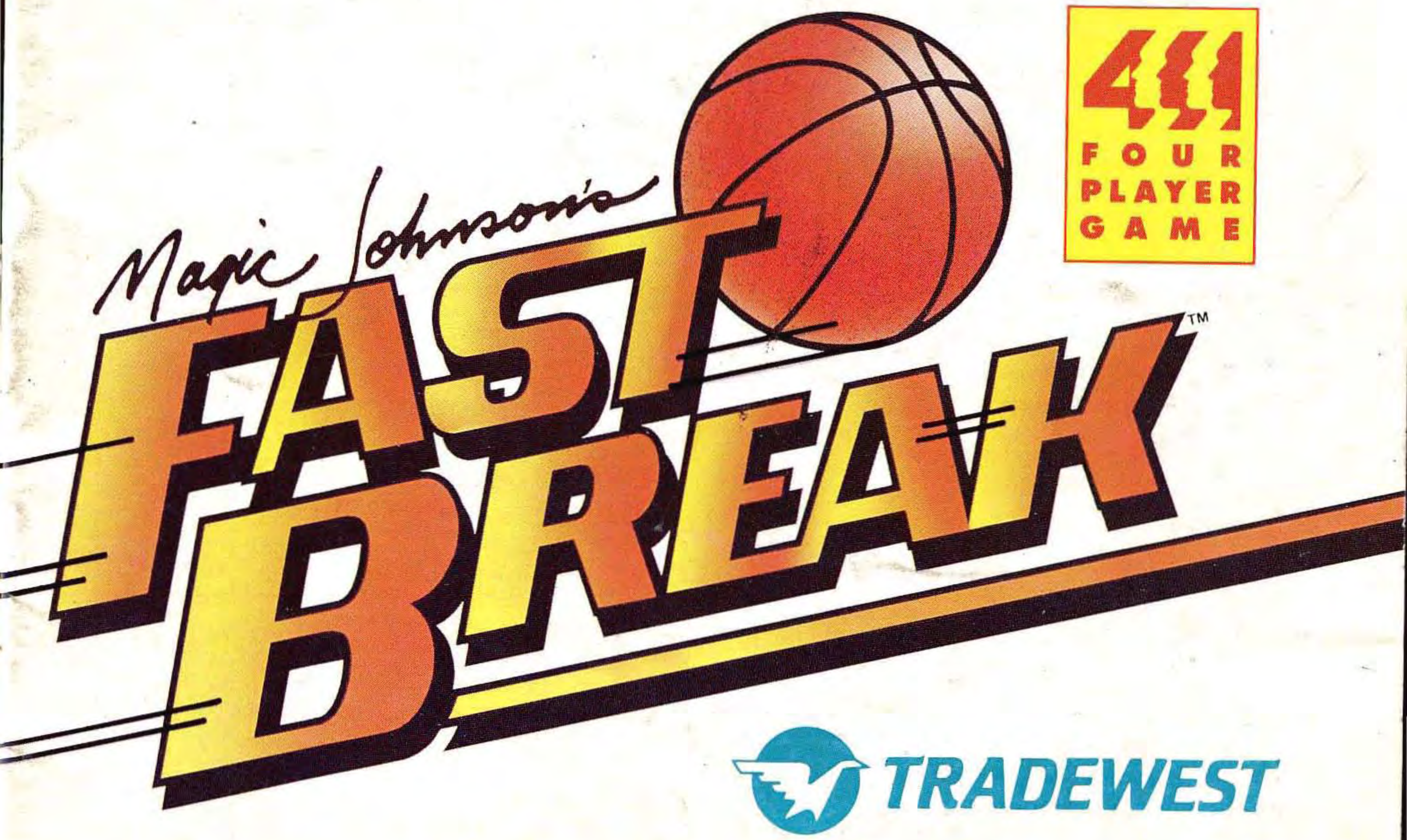
NES-JF-USA★

Instruction Manual



Let The Games Begin!

Thank you for purchasing Magic Johnson's FAST BREAK™ from Tradewest for your Nintendo Entertainment System®. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

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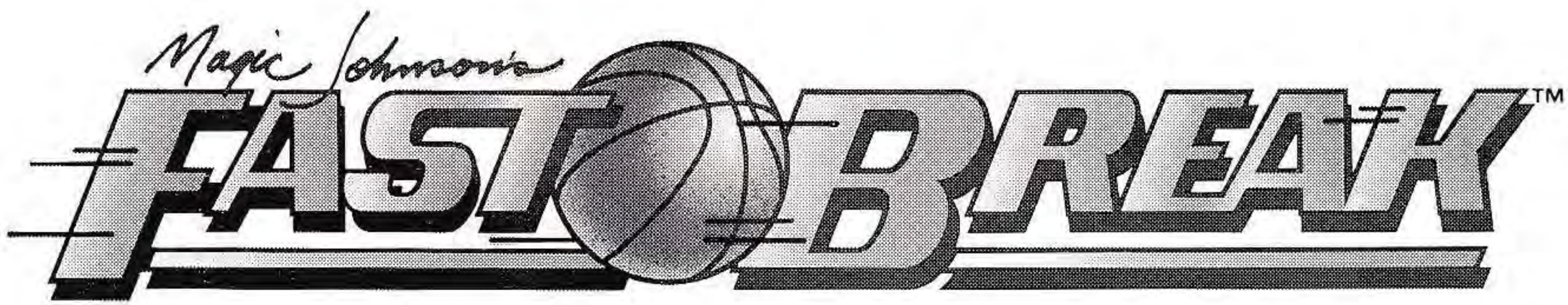
Precautions

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.



Catch The Magic!

Now you can slam dunk like the pro's! Magic Johnson's Fast Break is slammin' jammin' basketball action. It's simple enough for beginners, and challenging enough for pro's. Play against the computer or an opponent. Up to four-players can play simultaneously. Head for the hoop, and slam dunk the ball. You can shoot 3-pointers and other special plays. Master all 5 levels of competition. The better you get, the better your salary gets.

Getting In The Action

Magic Johnson's Fast Break is fast-paced basketball for up to four players. If you purchase the optional NES Satellite™, four controllers can be used at once, allowing up to four players to play simultaneously. Without this interface, you can have only one or two player games.

Note: In one-player games, press the Select Button to choose the number of players and skill level.

PRESS THE START BUTTON TO BEGIN.

If the Start Button is not pressed in the allowed time, the computer will begin Auto-Play. To return to the Title Screen during this demonstration game, press any of the controller buttons.

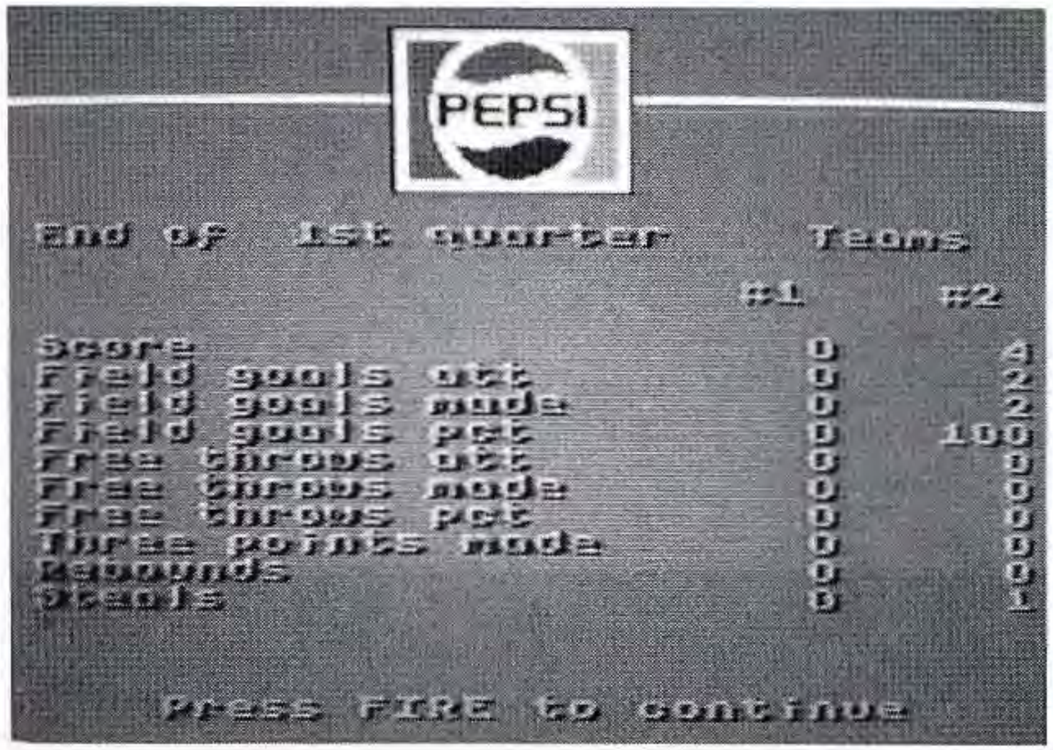
Each game consists of four quarters. At the end of a quarter, the referee will sound his whistle and play will stop. Statistics are shown for both teams between quarters. Pressing either of the fire buttons will begin the next quarter. If the score is tied at the final buzzer, additional quarters will be played until a winner is determined.

At the start of each quarter, a jumpball is played to decide which team gains initial possession of the ball. The referee throws the ball into the air, and each team jumps and tries to knock the ball to a teammate.

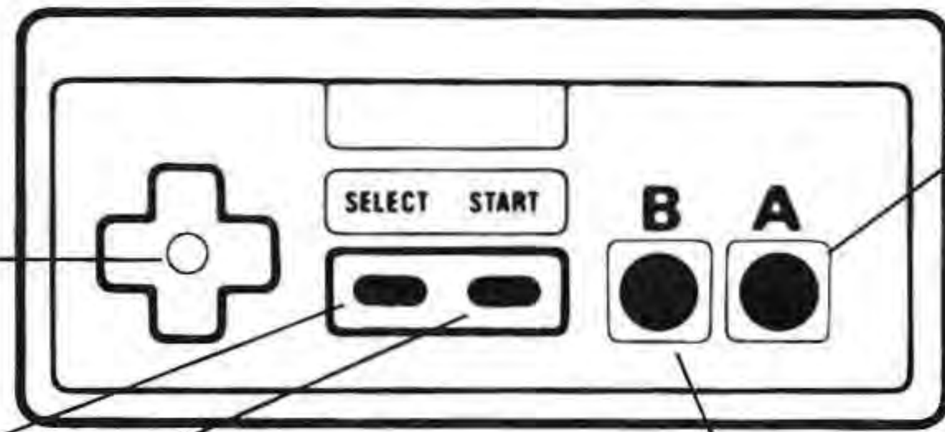
On offense, go for 2 or 3 pointers, depending on your distance when you shoot the ball. On defense, guard your basket from the other team and even try to steal the ball. Don't forget to go for the rebound.

Once the offense has entered their opponents half of the court, they are not permitted to carry or pass the ball back across the center line. If they do, a back court violation occurs and the ball is given to their opponent for an in-bound.

Only 5 team fouls are permitted each quarter. Each additional foul awards 2 free throws to the offended side. If the fouling team has under 5 at the time of the foul, then an inbound is awarded to the other team. Exceptions are a) the player is fouled while shooting and the shot is good – 1 free throw awarded b) the defense fouls a player during an in-bound – 2 free throws awarded. One point is awarded for each successful free throw. If the ball does not go in after the last free throw, the ball becomes live. Both teams may grab the rebound. If it does go in, the other team takes possession.



Using The Control Unit



Control Pad
Moves your player around the court

Select Button
Chooses number of players and skill level in a one-player game.

Start Button
Begins the game, but also pauses the action

B Button
ON OFFENSE: Passes the ball
ON DEFENSE: Swaps control to a teammate (Not used in four-player game)

A Button
ON OFFENSE: Shoots the ball
ON DEFENSE: Attempts a steal or jumps for the ball

At the end of a quarter, press the A or B button to advance the game into the next quarter. During a JUMP BALL, press the A or B button to jump for the ball. During an INBOUND, press the A or B button to pass the ball to a teammate. During a REBOUND, press the A button to jump for the ball, press the B button to swap control to a teammate.

NOTE: Fast Break MUST be played with the Fire Button Auto-Repeat turned off (if your controller has this feature).

One-Player Games

In a one-player game, the computer controls the red team, playing left to right. You are the blue team, playing right to left and using control unit 1.

Your control unit can move only one player at a time, so an arrow will appear above the man you are controlling.

At the start of the game, you will select the skill level of the computer team. There are five levels to choose from, ranging from "Rookie" to "Professional." Begin your basketball career on the "Rookie" level, then advance to harder and harder levels as you improve.

Two-Player Games

In a two-player game, control unit 1 operates the blue team, playing from right to left. Control unit 2 operates the red team, playing from left to right.

Because each control unit can move only one player at a time, an arrow will appear above the man being controlled by each player.

Four-Player Games

In a four-player game, control units 1 and 2 operate the blue team, playing from right to left. Control unit 1 operates the arrowed blue player. Control units 3 and 4 operate the red team, playing from left to right. Control unit 3 operates the arrowed red player.

The Scoreboard

Time left in quarter

Team fouls in quarter (5 permitted)

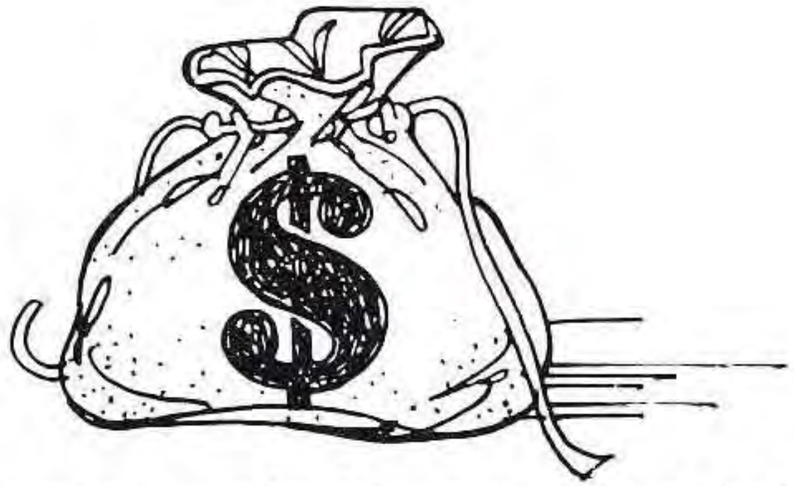
Score – player 1

Shot clock (24 seconds permitted)

Quarter

Score – player 2

Salaries



At the start of the game, each team is given a salary. If they win the game, salary will be raised. At the end of the game, salaries are calculated for each team according to their performance.

Only the winner is awarded a bonus plus additional money calculated from the team's statistics.

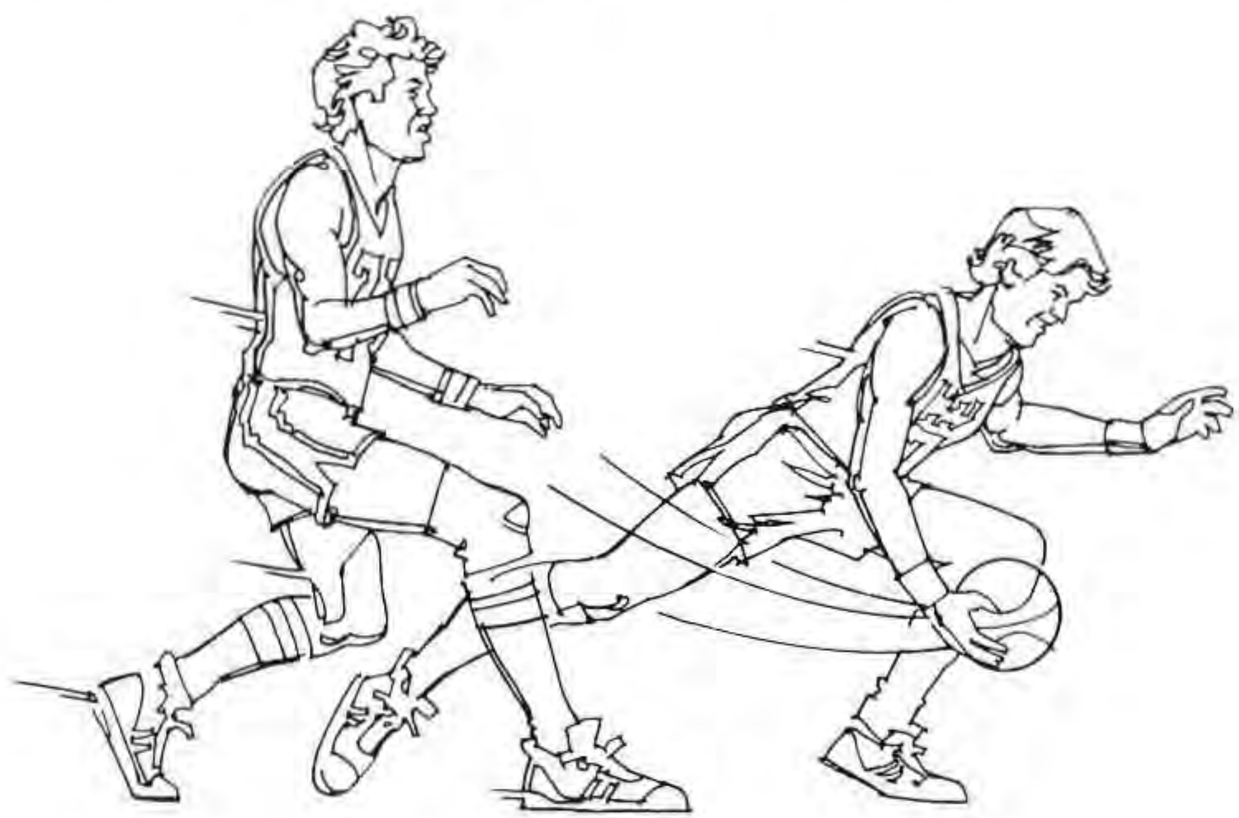
In a one-player game, the bonus awarded after beating the computer is proportional to the skill level selected for the computer. Beating the "Professional" team will bring greater rewards than beating the "Rookie" team. In two and four-player games, the bonuses are equivalent to beating an "Expert" team.

A record of high salaries is kept each game session. If a player equals or beats any of the salaries, the player will be asked to enter his or her initials. This list will be kept until the console is powered down.

Hot Tips!

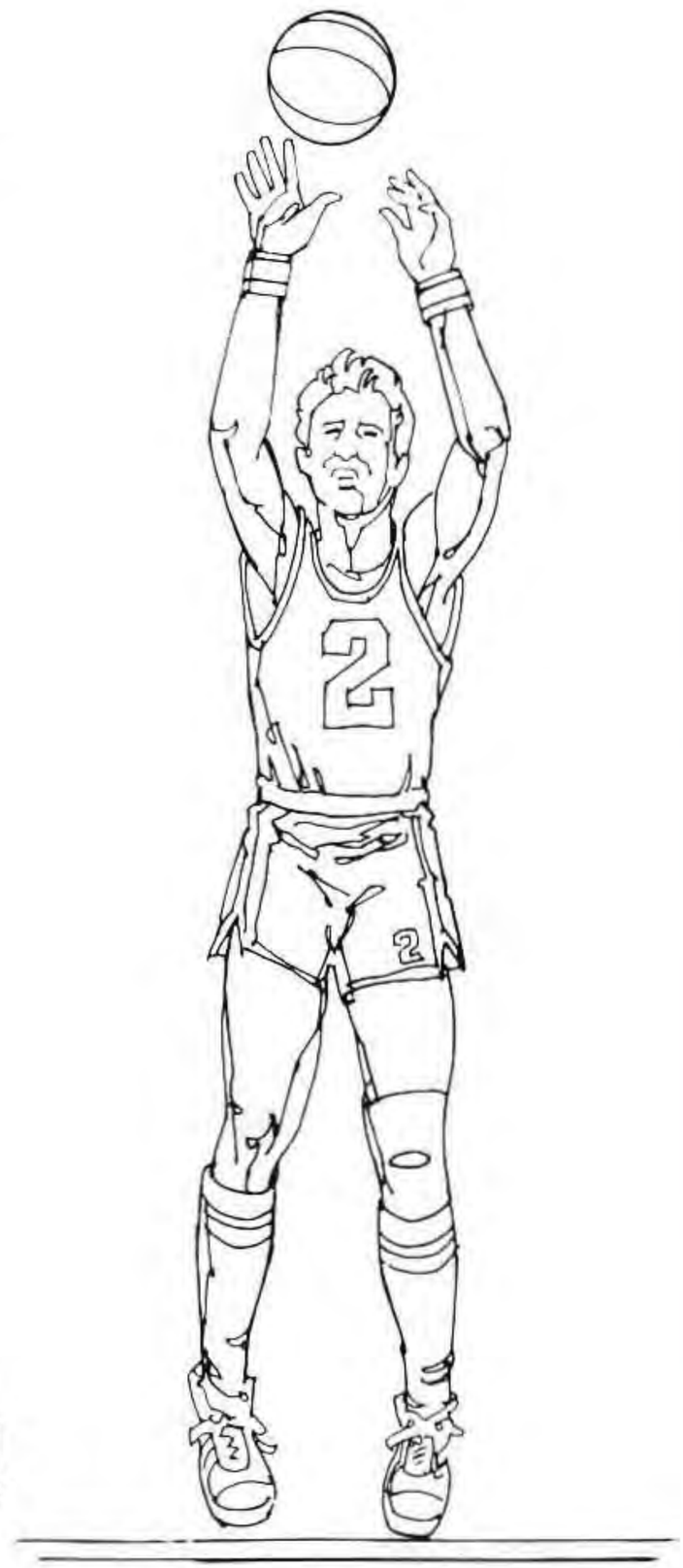
* Want to score? Get as close to the net as possible before you shoot.

* Want to steal the ball? Get close to the ball and press the A button repeatedly.



* Guarded too closely? Pass the ball to a teammate by pressing the B button. But be careful, the other team can intercept the ball.

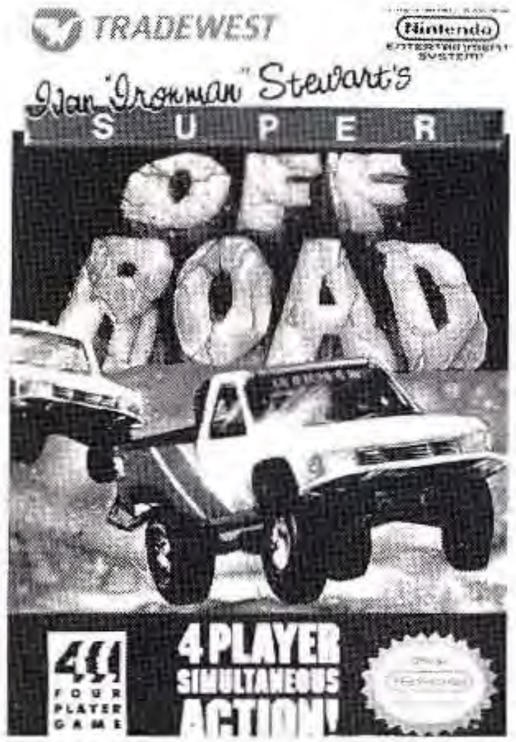
* Want to swap control to your teammate? On offense, just pass him the ball. On defense, press the B button and the arrow will move to the other player. (Not used in a 4-player game.)



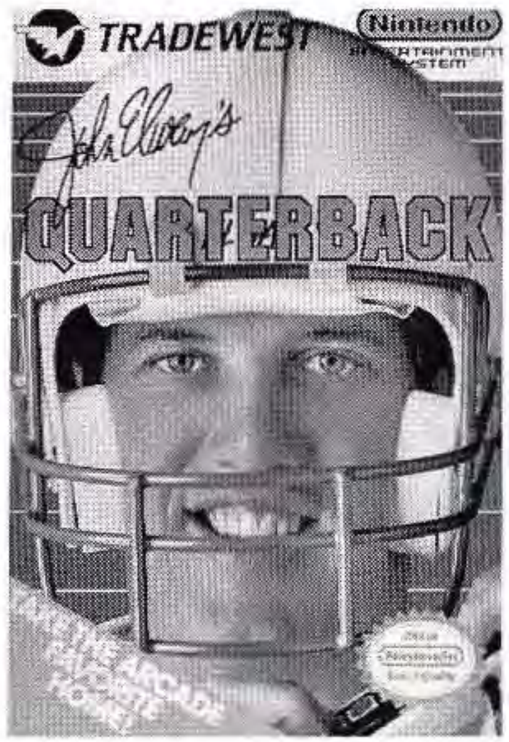
Now Get Ready To Catch The Magic!

Other All-Stars From Tradewest

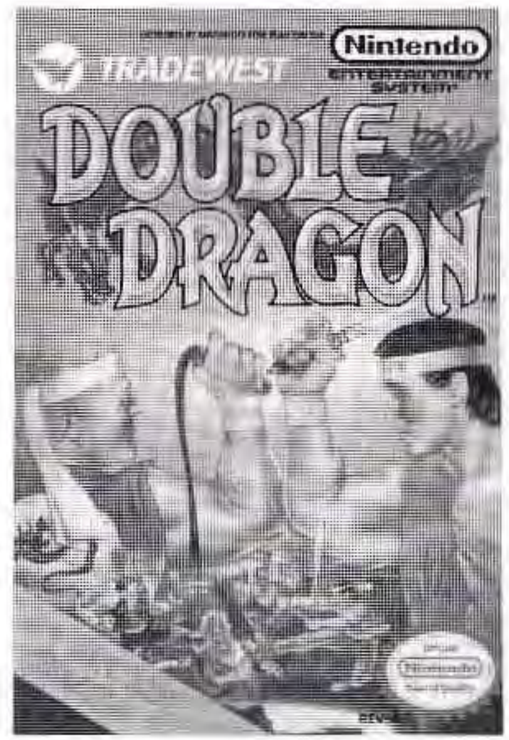
From race offs to kickoffs, from fights to fantasies, Tradewest puts you in the action!



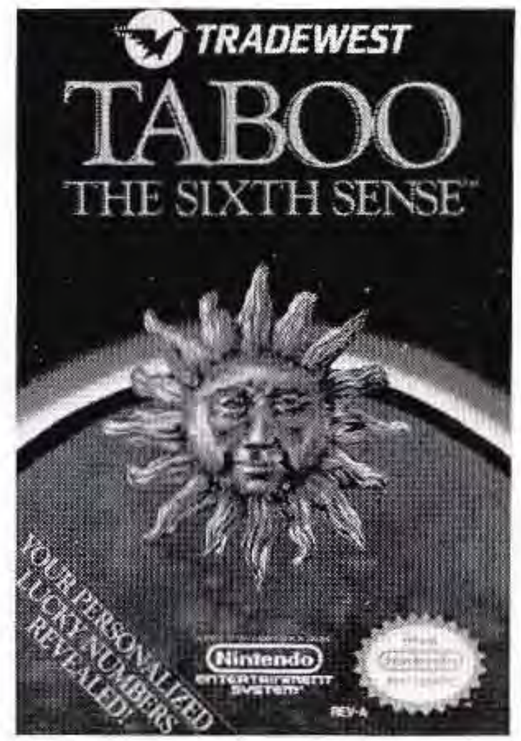
Grab the wheel and hit the gas! For the first time ever, 4 player simultaneous racing is yours with Ivan "Ironman" Stewart's® SUPER OFF-ROAD™



Be an All-Pro hero! John Elway's QUARTER-BACK™ is the ultimate gridiron battle!



Face the Ninja Dragons! DOUBLE DRAGON™ is the fight of your life!



Become a modern-day prophet! TABOO THE SIXTH SENSE™ is the mysterious video game that predicts the future. It even knows your lucky lottery numbers!

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Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Limited Warranty

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

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